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**Street Samurai Catalog**

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## SECTION 1 – PERSONAL WEAPONRY

PERSONAL WEAPONRY (LOW-IMPACT) TABLE												
Weapon	Skill	Damage	Critical	Damage Type	Range Increment	AP	Size	Str	Wt.	Purchase DC	Illegal DC	Res
<b>Light Melee Weapons</b>												
AZ-150 Super Stun Baton <sup>3</sup>	Maces and Clubs	1d6 <sup>2</sup>	20	Bludgeoning	10 ft.	-1	S	3/2	1 lb.	19	22	Mil
Forearm snap blades <sup>3</sup>	Unarmed/Exotic	1d6	20	Slashing	-	-1	T	6/3	3 lb.	17	20	Ill
Shock glove <sup>3</sup>	Unarmed	Varies <sup>2</sup>	20	Bludgeoning	-	+2	T	1	1 lb.	18	20	Res
Survival knife	Light Blades	1d4	19-20	Slashing	10 ft.	-2	T	3/2	1.5 lb.	15	15	Lic
<b>One-Handed Melee Weapons</b>												
Combat axe	Axes	1d10	19-20	Slashing	5 ft.	-2	M	5/3	5 lb.	17	19	Ill
Thrusting point	(Axes)	1d4	20	Piercing	-	-3	-	-	-	-	-	-
Laser crescent axe <sup>3</sup>	Axes	2d6 <sup>2</sup>	19-20	Laser	-	-3	M	11/6	12 lb.	22	20	Ill
Monofilament sword	Heavy Blades	1d10	19-20	Slashing	-	-3	M	6/3	4 lb.	18	18	Ill

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

**AZ-150 Super Stun Baton:** When this is turned on, a successful hit deals normal damage, plus 1d6 points of electricity damage (energy) and the target must roll a Fortitude save (DC 17 + electrical damage that penetrates) or be paralyzed for 1d10 rounds. When the baton is turned off, it deals damage as a club. The AZ-150 Super Stun Baton is usable 12 times before it requires a 1 hour recharge.

**Combat axe:** Springing the thrusting point is a free action. Retracting the thrusting point is a move action.

**Forearm snap blades:** Extension and retraction are free actions.

**Laser crescent axe:** The laser crescent axe deals 2d6 points of damage when the laser is active. When the laser is inactive, the axe deals 1d6 points of

bludgeoning damage. The lasers are easy to knock out of alignment. Whenever you score a critical hit, or a hit on a target with hardness, there is a % chance equal to the damage inflicted that the lasers are knocked out of alignment. Realigning the lasers requires a DC 15 Repair check and 30 minutes. The internal battery has a life of 2 hours and takes 1 hour to recharge.

**Shock glove:** You deal normal unarmed damage when wearing these. You cannot deal lethal damage when using these. A successful strike deals +1d4 points of electricity damage and the target must make a Fortitude save (DC 15 + electrical damage that penetrates) or be stunned for 1d4 rounds. Shock gloves can discharge 8 times before requiring a 1 hour recharge period.

## SECTION 2 – IMPACT PROJECTILE WEAPONS

IMPACT PROJECTILE WEAPONS (LOW-IMPACT) TABLE														
Weapon	Skill	Damage	Critical	Type	Range Inc	RoF	AP	Mag	Size	Str	Wt.	Purchase DC	Illegal DC	Res
Bow accessory mount	-	-	-	-	-	-	-	-	T	-	0.25 lb.	10	9	-
Precision arrows	-	Bow	-	-	-	-	-	-	-	-	0.1 lb.	15	15	-
Range-X compound bow <sup>3</sup>	Bows	1d12	20	Piercing	130 ft.	Bow	-2	-	L	-	3.5 lb.	16	19	Lic

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

**Precision arrows:** The Ranger-X precision arrows are easier to recover. Arrows that miss a target have a 75% chance to remain intact, and arrows that hit have a 50% chance of being recoverable. The indicated weight is for one arrow. The Purchase DC is for a quiver of 20 arrows.

**Ranger-X compound bow:** This compound bow is rated for +0

Strength, allowing average Strength (10-11) characters to use it without penalty. The pulley system allows you to add your Strength bonus to damage rolls with the bow. In addition, the advanced pulley system increases the base damage dealt with the weapon.

## SECTION 3 – FIREARMS

FIREARMS TABLE 1											
Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag	
<b>Handguns</b>											
Ares Crusader (9mm machine pistol)	Handguns/SMG	-1	1d10	2d10	20	-2	Ball	30 ft.	S, 3b	40+1 box	
Ares Light Fire 70 (9mm autoloader)	Handguns	+0	1d10	n/a	20	-2	Ball	20 ft.	S	16+1 box	
Ares Predator II (.45 autoloader)	Handguns	-1	2d8	n/a	20	-1	Ball	30 ft.	S	15+1 box	
Beretta Model 200ST (9mm autoloader)	Handguns	+0	1d10	2d10	20	-2	Ball	30 ft.	S, 3b	26+1 box	
Black Scorpion (9mm machine pistol)	Handguns/SMG	-1	1d10	2d10	20	-2	Ball	30 ft.	S, 3b	25+1 box	
Browning Ultra-Power (10mm autoloader)	Handguns	+0	2d6	n/a	20	-1	Ball	30 ft.	S	10+1 box	
Ceska vz/120 (9mm autoloader)	Handguns	+0	1d10	n/a	20	-2	Ball	30 ft.	S	18+1 box	
Colt Manhunter (.45 autoloader)	Handguns	+0	2d8	n/a	20	-1	Ball	30 ft.	S	16+1 box	
Seco LD-120 <sup>3</sup> (9mm autoloader)	Handguns	+0	1d10	n/a	20	-2	Ball	30 ft.	S	12+1 box	
Tiffani Self-Defender (.32 autoloader)	Handguns	-1	1d8	n/a	20	-0	Ball	30 ft.	S	4+1 box	
<b>Longarms</b>											
Beretta Model 70 (9mm submachine gun)	Submachine Guns	+0	1d10	2d10	20	-2	Ball	40 ft.	3b, A	35+1 box	
HK MP-5 TX (7.54x22mm submachine gun)	Submachine Guns	+0	1d8	2d10	20	-2	Ball	35 ft.	S, 3b, A	20+1 box	
Ingram Smartgun (10mm submachine gun)	Submachine Guns	+0	2d6	4d6	20	-1	Ball	30 ft.	3b, A	32+1 box	
Mossberg CMDT (12-g shotgun)	Shotguns	+0	Varies <sup>2</sup>	Varies	20	Varies	Ball	40 ft.	S, 3b	8+1 box	
Mossberg CMDT/SM (12-g shotgun)	Shotguns	+0	Varies <sup>2</sup>	Varies	20	Varies	Ball	40 ft.	S, 3b	8+1 box	

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**FIREARMS TABLE 1**

Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag
Ruger 100 (.30-06 hunting rifle)	Rifles	+0	2d10	n/a	20/x3	-2	Ball	80 ft.	S	5+1 int
Sandler TMP (9mm submachine gun)	Submachine Guns	+0	1d10	2d10	20	-2	Ball	30 ft.	3b, A	20+1 box
SCK Model 100 (10mm submachine gun)	Submachine Guns	+0	2d6	4d6	20	-1	Ball	30 ft.	S, 3b	30+1 box
Walther MA 2100 (7.62x51mm sniper rifle) <sup>1</sup>	Rifles	+1	2d10	n/a	20/x3	-2	Ball	110 ft.	S	8+1 int

- <sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.  
<sup>2</sup> This weapon does special damage. See the weapon description.  
<sup>3</sup> See the description of this weapon for special rules.

**FIREARMS TABLE 2**

Weapon	Size	Str	Wt.	Purchase DC	Illegal DC	Res
<b>Handguns</b>						
Ares Crusader	M	3/2	5 lb.	18	20	Res
Ares Light Fire 70	S	1	2 lb.	15	15	Lic
Ares Predator II	M	3/2	4.5 lb.	16	13	Lic
Beretta Model 200ST	M	3/2	4 lb.	17	18	Res
Black Scorpion	M	3/2	5 lb.	17	20	Res
Browning Ultra-Power	S	3/2	4 lb.	15	17	Lic
Ceska vz/120	S	1	2 lb.	15	15	Lic
Colt Manhunter	M	3/2	5 lb.	15	15	Lic
Seco LD-120 <sup>3</sup>	M	1	2 lb.	15	14	Lic
Tiffani Self-Defender	T	1	1 lb.	15	14	Lic
<b>Longarms</b>						
Beretta Model 70	M	5/3	8 lb.	17	17	Res
HK MP-5 TX	M	5/3	8 lb.	17	17	Res
Ingram Smartgun	M	4/2	6.5 lb.	18	18	Res
Mossberg CMDT	L	6/3	9 lb.	19	19	Mil
Mossberg CMDT/SM	L	6/3	10 lb.	20	23	Mil
Ruger 100	L	5/3	8 lb.	19	19	Lic
Sandler TMP	L	5/3	8 lb.	15	15	Res
SCK Model 100	L	6/3	10 lb.	18	18	Res
Walther MA 2100	L	6/3	10 lb.	24	29	Res

**Ares Light Fire 70:** The Light Fire 70 silencer has a Purchase DC of 16 and is Restricted.

**Seco LD-120:** The laser sight on this weapon has twice the normal

range.

## Firearm Accessories

**FIREARM ACCESSORIES TABLE**

Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Ares ultrasound sight	T	0.5 lb.	19	18	Restricted
Goggles	T	0.1 lb.	18	18	Restricted
Ares Z2 Rangefinder	T	0.25 lb.	11	10	Restricted
<b>Gas-Vent</b>					
Improved 2	D	0.5 lb.	16	15	-
Improved 3	D	1.1 lb.	17	17	-
Improved 4	D	1.5 lb.	18	18	-

**Ares ultrasound sight:** This reduces visibility modifiers to half-normal, and reduces the miss chance imposed by *invisibility* and concealment by half.

**Gas-Vent:**

- Improved Gas-Vent 2:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +2 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode.
- Improved Gas-Vent 3:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +3 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode.
- Improved Gas-Vent 4:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +4 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode.

## SECTION 4 – ARMOR

**ARMOR TABLE 1**

Armor	Damage Conversion		Energy Resistance				
	High Impact	Low Impact	Energy	Fire	Cold	Acid	Sonic
<b>Ultra-Light Armor (does not require any feat)</b>							
Forearm guards	n/a	1d3-1	n/a	n/a	n/a	n/a	n/a
Form-fitting body armor 1	1d6-1	1d4-1	1d4-1	1d4-2	1d4-3	1d4-2	0
Secure clothing	1d8-1	1d4-3	1d4-3	Special	1d4-3	1d4-3	0
<b>Light Armor (requires the Armor Proficiency (light) feat)</b>							
Secure vest	1d6-1	1d4-1	1d4-1	1d4-1	1d4-3	1d4-2	0
Form-fitting body armor 2	1d8-1	1d4-3	1d4-3	Special	1d4-3	1d4-3	0
Secure ultra-vest	1d6+1	1d6-1	1d4-1	1d4-1	1d4-3	1d4-2	0
Form-fitting body armor 3	1d10-1	1d6-1	1d4-2	1d4-3	1d4-2	1d4-3	0
Secure long coat <sup>†</sup>	1d10-1	1d6-1	1d4-2	1d4-2	1d4-2	1d4-3	0
Secure jacket <sup>†</sup>	1d12-1	1d8-1	1d4-1	1d4-1	1d4-3	1d4-3	0

<sup>†</sup> This armor can take inserts.

**ARMOR TABLE 2**

Armor	Type	Mas Dmg	Max Dodge Bonus	Armor Penalty	Speed (30 ft.)	Wt.	Purchase DC	Illegal DC	Restriction
<b>Ultra-Light Armor (does not require any feat)</b>									
Forearm guards	Concealable	+0	-	-	-	0.5 lb	13	12	-
Form-fitting body armor 1	Concealable	+2	+8	-0	30 ft.	1.5 lb	11	11	-
Secure clothing	Concealable	+1	+6	-1	30 ft.	3 lbs.	15	15	-
<b>Light Armor (requires the Armor Proficiency (light) feat)</b>									
Secure vest	Concealable	+2	+6	-0	30 ft.	2 lbs.	12	12	-
Form-fitting body armor 2	Concealable	+1	+7	-0	30 ft.	2.5 lb.	13	13	-
Secure ultra-vest	Concealable	+3	+5	-1	25 ft.	5 lbs.	14	14	-
Form-fitting body armor 3	Concealable	+4	+5	-1	30 ft.	4 lb.	15	15	-
Secure long coat	Concealable	+4	+4	-3	25 ft.	4 lbs.	16	16	-
Secure jacket	Concealable	+5	+4	-3	25 ft.	6.5 lbs.	17	17	-

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**Forearm guards:** These provide a damage conversion of 1 point against unarmed attacks.

**Form-fitting body armor:** The DC to Spot form-fitting body armor is increased by +2. When worn with other armor, form-fitting armor does not impose additional penalties.

**SecureTech clothing:**

- **Secure clothing:** +1 bonus to Spot checks to notice that this is armor. Secure clothing provides no protection against fire – in fact, if you are wearing armor clothing and are subject to a fire-based attack, you suffer an additional 1d2 points of damage (per round if the fire is continuous) from the material melting into your flesh.
- **Secure jacket:** +1 bonus to Spot checks to notice that this is armor.
- **Secure long coat:** +1 bonus to Spot checks to notice that this is armor. Weapons of up to Medium size concealed in this coat increase the DC required to spot them by +3.
- **Secure ultra-vest:** +2 bonus to Spot checks to notice that this is armor.
- **Secure vest:** +1 bonus to Spot checks to notice that this is armor.

## SECTION 5 – GEAR

GEAR TABLE					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
AFR-7 flash grenade	T	0.5 lb.	6	6	Military
Catalyst stick	T	0.1 lb	10	13	Military
Flash-pak	T	0.5 lb.	13	13.	-
Grapple gun	L	5 lb.	15	17	Military
Grapple line					
Normal					
100 meters	S	4.5 lb.	7	10	-
200 meters	S	9 lb.	10	12	-
300 meters	M	13.5 lb.	11	14	-
400 meters	M	18 lb.	12	15	-
500 meters	L	22.5 lb.	13	16	-
Stealth					
100 meters	S	6.5 lb.	9	13	Military
200 meters	S	13 lb.	12	16	Military
300 meters	M	19.5 lb.	13	17	Military
400 meters	M	26 lb.	14	18	Military
500 meters	L	32.5 lb.	15	19	Military
Micro-flare	T	0.1 lb.	9	9	Legal
Micro-flare launcher	S	4.5 lb.	7	7	Legal
Rappelling gear	M	11 lb.	13	13	-

**AFR-7 flash grenade:** Range increment 10 ft. This deals 1d6 points of concussion damage to a 5 ft area (the target square) with a DC 15 Reflex save for half. Characters facing in the direction of the detonating grenade may be blinded. A Fortitude save reduces the duration by one-half. Flare compensation provides normal bonuses to save. Creatures using low-light vision who are affected by the grenade are blinded for five times the normal duration, and if the saving throw is a natural 1, are permanently blinded.

Distance from grenade	Fortitude DC	Duration
0 – 20 ft.	25	1d12 rounds
21 – 40 ft.	20	1d10 rounds
41 – 60 ft.	17	1d8 rounds
61 – 80 ft.	15	1d6 rounds
81 – 100 ft.	12	1d4 rounds

**Catalyst stick:** This dissolves stealth grapple line at a rate of 100 meters per round.

**Flash-pak:** This affects a 100 ft. cone. Those facing the flash-pak suffer penalties to ranged and melee attacks based on their distance from the flash-pak. Flare compensation reduces the penalty to one-half. Creatures facing the flash-pak and using low-light vision are effectively blinded for as long as they face the flash-pak plus 1d4 rounds after. The flash-pak reduces penalties based on darkness by one-half.

Distance from flash-pak	Ranged penalty	Melee penalty
0 – 20 ft.	-8	-2
21 – 40 ft.	-6	-
41 – 60 ft.	-4	-
61 – 80 ft.	-2	-
81 – 100 ft.	-1	-

**Grapple gun:** This has a range increment of 100 ft. Retracting a line with the internal spool is a full-round action. If used as a weapon, this deals 1d6 points of bludgeoning damage. Aiming the grapple gun uses the Rifles skill.

**Grapple line:** This line can bear 2,200 lb. of weight.

**Grapple line, stealth:** This line can bear 2,200 lb. of weight and is easily dissolved with a catalyst stick.

**Micro-flare launcher:** This has a range increment of 45 ft. Use Handguns to aim the micro-flare launcher. Rate of fire is single, and is used as a weapon, a flare deals 1d6 points of fire damage, but the launcher imposes a -2 penalty to attack rolls.

**Micro-flare:** A micro-flare reduces the penalties for darkness and such by 30% in an area equal to one city block (1/12<sup>th</sup> of a mile – app. 200,000 sq. ft.).

**Rappelling gear:** This provides a +1 equipment bonus to Climb checks.

## SECTION 6 – VEHICLES

VEHICLES TABLE																		
Name	Crew	Pass	Cargo	Init	Man	Top Spd	Def	Hard	HP	Size	Sys	Fire	Auto	Sen	Stealth	PDC	IDC	Res
Ground (bikes)																		
Honda Viking (street bike)	1	0	90 lb.	-1	+0	158 (16)	9	8	110	L	2	2	2	-	1	28	28	-
Suzuki Aurora (racing bike)	1	0	90 lb.	-1	+1	277 (28)	10	5	90	M	2	2	1	-	4	27	27	-

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## SECTION 1 – FIREARMS

FIREARMS TABLE 1										
Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag
<b>Longarms</b>										
Colt M22A2 (5.56mm assault rifle)	Assault Rifles	+0	2d8	4d8	20/x3	-2	Ball	90 ft.	S, 3b, A	40+1 box
HK G12A3Z (7.62mm NATO assault rifle)	Assault Rifles	+0	2d10	4d10	20/x3	-2	Ball	80 ft.	S, 3b, A	32+1 box
Steyr AUG-CSL Weapon System <sup>3</sup>							Ball	-	-	40+1 box
<b>Submachine Guns</b>										
Submachine gun (9mm SMG)	Submachine Guns	-1	1d10	2d10	20	-2	-	50 ft.	S, 3b	-
Carbine (5.56mm carbine)	Assault Rifles	-1	2d8	4d8	20/x3	-2	-	70 ft.	S, 3b	-
Assault rifle (5.56mm assault rifle)	Assault Rifles	+0	2d8	4d8	20/x3	-2	-	90 ft.	S, 3b, A	-
Light machine gun (5.56mm LMG)	Machine Guns	+0	2d8	4d8	20/x3	-2	-	100 ft.	S, 3b, A	-
vz 88 V (7.62mm NATO assault rifle)	Assault Rifles	-1	2d10	4d10	20/x3	-2	Ball	80 ft.	S, 3b, A	35+1 box

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- 1 This mastercraft weapon grants a +1 bonus on attack rolls.  
 2 This weapon does special damage. See the weapon description.  
 3 See the description of this weapon for special rules.

**Steyr AUG-CSL weapon system:** Converting from one weapon to another requires a DC 15 Intelligence or Repair check. If you do not have the Personal Firearms Proficiency feat, you suffer a -4 penalty on this check. Conversion takes 10 rounds, -1 one round per 5 points of 15 on the check.

FIREARMS TABLE 2						
Weapon	Size	Str	Wt.	Purchase DC	Illegal DC	Res
<b>Longarms</b>						
Colt M22A2	L	6/3	10 lb.	20	22	Mil
HK G12A3Z	L	8/4	11.5 lb.	21	25	Mil
Steyr AUG-CSL Weapon System	-	-	18 lb.	23	27	Mil
Submachine gun	M	5/3	8 lb.	-	-	-
Carbine	M	5/3	8.25 lb.	-	-	-
Assault rifle	L	6/3	9 lb.	-	-	-
Light machine gun	L	8/4	12 lb.	-	-	-
vz 88 V	L	8/4	12 lb.	20	23	Mil

## SECTION 2 – HEAVY WEAPONS

HEAVY WEAPONS TABLE 1										
Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag
Ares MP (5.56mm LMG)	Machine Guns	-1	2d8	4d8	20/x3	-2	Ball	100 ft.	3b, A	50+1 box
Ares MP laser (laser) <sup>3</sup>	Rifles/Exotic	+0	3d6	n/a	20/x3	+0	Laser	100 ft.	S	20 int
FN-MAG (7.62mm NATO MMG)	Machine Guns	-1	2d10	4d10	20/x3	-2	Ball	110 ft.	A	50+1 box
Panther (20mm assault cannon)	Heavy Weapons	-1	4d10	n/a	20/x3	-2	Ball	120 ft.	Single	22+1 box
Stoner-Ares M107 (7.62mm NATO HMG)	Machine Guns	-1	2d10	4d10	20/x3	-2	Ball	115 ft.	A	50+1 box
Vindicator Minigun (7.62mm NATO minigun) <sup>34</sup>	Machine Guns/Exotic	-1	4d10	8d10	20/x3	-2	Ball	150 ft.	A	51+1 box

- 1 This mastercraft weapon grants a +1 bonus on attack rolls.  
 2 This weapon does special damage. See the weapon description.  
 3 See the description of this weapon for special rules.  
 4 This is a high rate-of-fire weapon.

**Ares MP laser:** The 65 lb. weight of the Ares MP laser includes the harness and battery packs. The weapon itself weighs 15 lb. and requires a Strength of 8/4. In addition to the normal penalties suffered by lasers when used in smoke, mist, rain, fog and the like, the Ares MP has a primitive focusing system. Because of this, reduce the damage by 1 point per range increment beyond the first.

Donning the harness takes 1 minute, but it can be removed with a standard action. It takes the battery packs 6 hours to recharge, but each pack can be replaced with a full-round action.

**Vindicator Minigun:** Contrary to the text and standard rules, this weapon does not require a one-round period for the barrels to get to speed.

HEAVY WEAPONS TABLE 2						
Weapon	Size	Str	Wt.	Purchase DC	Illegal DC	Res
Ares MP	L	10/5	16.5 lb.	21	23	Mil
Ares MP laser	L	8/4	65 lb.	45	49	Mil
FN-MAG	H	13/8	21 lb.	22	26	Mil
Panther	H	17/12	40 lb.	25	27	Mil
Stoner-Ares M107	H	14/9	28 lb.	24	28	Mil
Vindicator Minigun	H	24/16	33 lb.	27	29	Mil

## Missiles

MISSILES AND ROCKETS TABLE 1										
Weapon	Damage Type	Blast Increment				Armor	AP			
		1	2	3	4		1	2	3	4
Surface-to-air	-	0-5 ft. – 8d6 (23)	-	-	-	High-Impact	-10	-	-	-

MISSILES AND ROCKETS TABLE 2					
Weapon	Size	Wt.	Purchase DC	Illegal DC	Res
Surface-to-air	D	3 lb.	21	26	Military

**Surface-to-air missile:** This has a +12 (+6) guidance system. This uses the range increment of the missile launcher that fires the missile, but range increment 10 extends to 16,500 ft. When used against targets at altitudes of less than 50 ft., the missile suffers a -6 penalty to attack. When an SAM strikes a building, vehicle, or similar structure, it ignores 10 points of hardness before calculating the damage dealt to the target. If a SAM strikes a target with a hardness of less than 5, it does not detonate.

## SECTION 3 – NARCOJET WEAPONS

NARCOJET WEAPONS TABLE																
Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag	Size	Str	Wt.	Purchase DC	Illegal DC	Res
Pistol <sup>3</sup>	Handguns	-1	1 <sup>2</sup>	n/a	20	+1	Piercing	20 ft.	S	5+1 box	M	2/1	3 lb.	16	18	Lic
Rifle <sup>3</sup>	Rifles	+0	1 <sup>2</sup>	n/a	20	+0	Piercing	50 ft.	S	10+1 box	L	4/2	7 lb.	20	22	Lic
Dart	-	-	-	n/a	-	-	-	-	-	-	F	-	0.03 lb.	12	15	Lic

- 1 This mastercraft weapon grants a +1 bonus on attack rolls.  
 2 This weapon does special damage. See the weapon description.  
 3 See the description of this weapon for special rules.

## SECTION 4 – AMMUNITION

AMMUNITION TABLE							
Item	Weight (lb.)						Pur DC
	10	20	30	40	50	100	
<i>Variant Ammunition</i>							
APDS	-	-	-	-	-	-	+3

**APDS:** Improves the AP of the weapon by four (4) points. APDS ammunition has a rating of Military.

## SECTION 5 – FIREARM ACCESSORIES

FIREARM ACCESSORIES TABLE					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
<i>Improved Gyro-Mount System</i>					
Gyro-mount	L	11 lb.	22	22	-
Deluxe gyro-mount	L	15.5 lb.	25	25	-
Rangefinder grenade link	T	0.2 lb.	17	16	Military
Air-Timed Grenades	-	-	+1	+1	Military

**Air-Timed grenades:** These are special mini-grenades with the same statistics.

## SECTION 6 – ARMOR

ARMOR TABLE 1							
Armor	Damage Conversion		Energy Resistance				
	High Impact	Low Impact	Energy	Fire	Cold	Acid	Sonic
<i>Medium Armor (requires the Armor Proficiency (medium) feat)</i>							
Light security armor †	2d6-2	1d10-1	1d4-1	1d6-1	1d6-1	1d6-1	1d4-3
Medium security armor †	2d8-2	1d12-1	1d4-1	1d6-1	1d6-1	1d6-1	1d4-3
<i>Heavy Armor (requires the Armor Proficiency (heavy) feat)</i>							
Heavy security armor †	2d10-2	2d6-2	1d4-1	1d6-1	1d6-1	1d6-1	1d4-3

† This armor can take inserts.

ARMOR TABLE 2									
Armor	Type	Mas Dmg	Max Dodge Bonus	Armor Penalty	Speed (30 ft.)	Wt.	Purchase DC	Illegal DC	Restriction
<i>Medium Armor (requires the Armor Proficiency (medium) feat)</i>									
Light security armor	Tactical	+7	+3	-4	20 ft.	18 lbs.	25	27	Restricted
Medium security armor	Tactical	+8	+2	-5	20 ft.	24 lbs.	25	29	Restricted
<i>Heavy Armor (requires the Armor Proficiency (heavy) feat)</i>									
Heavy security armor	Tactical	+9	+1	-6	20 ft. *	25 lbs.	26	31	Restricted

\* When you run in this armor, you move at triple your base speed, not quadruple.

**A note:** For convenience and conversion purposes, the security armors are assumed to already include helmets.

### Armor Options

SECURITY ARMOR OPTIONS TABLE		
Option	Purchase DC	Illegal DC
<i>Helmet Vision Enhancement</i>		
Low-light	15	15
Magnification (x10)	16	16
Smartgun	22	22
Thermographic	17	17
Ultrasound	18	18
<i>Communications</i>		
Heads-Up data display (1,000 Mp)	18	18
Signal locator	18	18
<i>Tracking signal</i>		
2	12	12
4	14	14
5	15	15
<i>Transceiver</i>		
Helmet	21	21

### Gyro-Mount systems:

- *Gyro mount:* This uses an articulated arm to help maintain stability when using a weapon in burst or automatic mode. When firing multiple shots, as if using Burst Fire, automatic fire, and so forth, you receive a +5 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode. This bonus stacks with the bonus provided by Gas-Vent systems. This does not stack with the bonus provided by shock pads. A gyro mount provides 1 point of damage conversion. Gyro mounts attempt to correct the wearer's movement – when moving, changing direction requires a Strength check, with the DC based on your speed – at walking speed, the DC is 15. A hustle is DC 20 and a run is DC 30. Putting on a gyro mount takes 1 minute, but it can be released with a standard action.
- *Gyro mount – deluxe:* This uses an articulated arm to help maintain stability when using a weapon in burst or automatic mode. When firing multiple shots, as if using Burst Fire, automatic fire, and so forth, you receive a +7 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode. This bonus stacks with the bonus provided by Gas-Vent systems. This does not stack with the bonus provided by shock pads. A gyro mount provides 1 point of damage conversion. Gyro mounts attempt to correct the wearer's movement – when moving, changing direction requires a Strength check, with the DC based on your speed – at walking speed, the DC is 15. A hustle is DC 20 and a run is DC 30. Putting on a gyro mount takes 1 minute, but it can be released with a standard action.

**Rangefinder grenade link:** Modifying a grenade launcher to accept this requires a DC 14 Wealth check, or a 1 hour and a DC 15 Craft (electronics) or Repair check. The rangefinder grenade link, when used with the Ares Air-Timed grenades, acts as the grenade launcher of the OICW.

SECURITY ARMOR OPTIONS TABLE		
Option	Purchase DC	Illegal DC
Wrist	21	21
<i>Environmental Control</i>		
Chemical seal	26	26
Respirator	15	15

All of these options are available for the security armors described above, and for the partial and full heavy armor suits – except for the chemical seal, which cannot be used with a partial suit of heavy armor.

**Chemical seal:** This provides protection against liquid toxic wastes and similar chemicals.

**Heads-Up data display (1,000 Mp):** This is a normal HUD data display unit.

**Low-light:** This provides the extraordinary ability of low-light vision.

**Magnification (x10):** This reduces the range penalty for Spot checks from -1 per 10 ft. to -1 per 20 ft. Spot checks take twice as long when using magnification.

**Respirator:** This provides 4 hours of air at normal exertion levels. Against inhaled gases, it provides a +4 bonus to save and reduces the effect to one-half normal.

**Signal locator:** This is a standard signal locator (Signal 5), and is used primarily to track other members of the same team.

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**Smartgun:** This acts as smart goggles and requires a smart weapon.

**Thermographic:** This provides the extraordinary ability of darkvision with a range of 60 ft.

**Tracking signal:** These are standard tracking signals and are most often used to maintain a location lock on other team members.

**Transceiver:** Rating 4 communications devices.

**Ultrasound:** This acts as ultrasound goggles and requires an ultrasound weapon.

## Shields

### SHIELDS TABLE

Armor	Shield Bonus	Armor Check Penalty	Wt.	Purchase DC	Illegal DC	Rest
Small R-S	+1	-1	4 lb.	19	22	-
Large R-S	+2	-2	6.5 lb.	22	24	=

**Riot-Security shields:** Riot shields have hardness 10, and 10/20 hit points.

## SECTION 7 – SECURITY GEAR

### NET GUNS TABLE

Weapon	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag	Size	Str	Wt.	Purchase DC	Illegal DC	Res
Normal <sup>3</sup>	Rifles	+3	Special <sup>2</sup>	-	-	-	-	10 ft.	S	4 int	L	6/3	9 lb.	17	19	Res
Large <sup>3</sup>	Rifles	+3	Special <sup>2</sup>	-	-	-	-	10 ft.	S	4 int	L	6/3	10 lb.	18	21	Res
Additional shots																
Normal	-	-	-	-	-	-	-	-	-	-	-	-	1 lb.	11	14	Res
Large	-	-	-	-	-	-	-	-	-	-	-	-	1.5 lb.	14	17	Res

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

**Net gun:** Attacking with a net gun requires a ranged attack. If successful, the target is effectively immobilized and can only attempt to escape. Escaping the net requires a DC 35 Escape Artist check or a DC 35 Strength check, both

full-round actions. A net has hardness 2 and 8 hit points (12 hit points for a large net). The normal net gun can be used to trap Medium or smaller targets, while the large net gun can be used against Large or smaller targets.

## SECTION 8 – VEHICLES

### VEHICLES TABLE

Name	Crew	Pass	Cargo	Init	Man	Top Spd	Def	Hard	HP	Size	Sys	Fire	Auto	Sen	Stealth	PDC	IDC	Res
Aircraft (rotor craft)																		
Northrup PRC-42b Wasp	1	0	160 lb.	-2	-1	170 (17)	8	5	150	H	3	3	0	6	6	37	39	Mil
Northrup PRC-44b Yellowjacket	1	0	115 lb.	-2	-2	170 (17)	8	5	160	H	3	3	0	6	6	38	40	Mil
Military and Restricted Issue (security vehicles)																		
Armored Riot Control Vehicle	1	16	1,200 lb.	-4	-4	160 (16)	6	20	250	G	4	4	2	5	1	47	48	Mil

**Armored Riot Control Vehicle:** Note that upgrades of the same type do not stack. Each customization feature must be purchased separately when making the Wealth check.

### ARCV CUSTOM OPTIONS TABLE

Modification	Effect	Purchase DC
Handling package		
1	Maneuverability is -3	33
2	Maneuverability is -2	36
Improved Engine	Top speed is 190 (19)	33
Structural upgrade		
1	55 hit points	34
2	60 hit points	36

### ARCV CUSTOM OPTIONS TABLE

Modification	Effect	Purchase DC
Improved armor		
1	+2 hardness	36
2	+4 hardness	37
Improved signature		
1	Stealth 4	33
2	Stealth 7	35
AutoPilot upgrade		
1	Rating 3	31
2	Rating 4	34

# WIREMASTERS PRODUCT SUPPLEMENT

## SECTION 1 – HEADWARE

### HEADWARE TABLE

Implant	Ess	Size	Cap	Wt.	Purchase DC	Illegal DC	Restrict	Treat Injury	Install Time
Communications link									
II	0.3	F	[1]	-	25	25	-	18	4 hours
IV	0.3	F	[1]	-	28	28	-	18	4 hours
VIII	0.3	F	[1]	-	31	31	-	18	4 hours
X	0.3	F	[1]	-	32	32	-	18	4 hours
Dual-system II	0.3	F	[1]	-	26	26	-	18	4 hours
Dual-system IV	0.3	F	[1]	-	29	29	-	18	4 hours
Dual-system VIII	0.3	F	[1]	-	31	31	-	18	4 hours
Dual-system X	0.3	F	[1]	-	33	33	-	18	4 hours
Crypto-circuit HD									



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HEADWARE TABLE									
Implant	Ess	Size	Cap	Wt.	Purchase DC	Illegal DC	Restrict	Treat Injury	Install Time
Level 1	0.1	F	[1]	-	26	26	Res	18	4 hours
Level 2	0.1	F	[1]	-	28	28	Res	18	4 hours
Level 3	0.1	F	[1]	-	30	30	Res	18	4 hours
Level 4	0.1	F	[1]	-	31	31	Res	18	4 hours
Level 5	0.1	F	[1]	-	34	35	Res	18	4 hours
Level 6	0.1	F	[1]	-	35	35	Res	18	4 hours
Level 7	0.1	F	[1]	-	35	36	Res	18	4 hours
Level 8	0.1	F	[1]	-	37	39	Res	18	4 hours
Level 9	0.1	F	[1]	-	38	39	Res	18	4 hours
Level 10	0.1	F	[1]	-	40	42	Res	18	4 hours
Hearing amplification	0.2	F	[1]	-	22	23	-	18	4 hours
Internal voice mask	0.1	F	[1]	-	25	25	Military	18	4 hours
Rangefinder	0.1	F	[1]	-	20	22	Res	18	4 hours
Scramble-breaker HD									
Level 1	0.2	F	[1]	-	28	30	Military	18	4 hours
Level 2	0.2	F	[1]	-	31	32	Military	18	4 hours
Level 3	0.2	F	[1]	-	32	33	Military	18	4 hours
Level 4	0.2	F	[1]	-	33	34	Military	18	4 hours
Level 5	0.2	F	[1]	-	36	38	Military	18	4 hours
Level 6	0.2	F	[1]	-	37	39	Military	18	4 hours
Level 7	0.2	F	[1]	-	38	39	Military	18	4 hours
Level 8	0.2	F	[1]	-	40	42	Military	18	4 hours
Select sound filter									
Level 1	0.2	F	[1]	-	26	26	-	18	4 hours
Level 2	0.2	F	[1]	-	28	29	-	18	4 hours
Level 3	0.2	F	[1]	-	30	31	-	18	4 hours
Level 4	0.2	F	[1]	-	31	31	-	18	4 hours
Level 5	0.2	F	[1]	-	31	32	-	18	4 hours
Sense link									
Internal transmitter	0.6	F	[1]	-	33	34	-	18	4 hours
Sense link receiver	-	F	[1]	0.1 lb.	33	33	-	18	4 hours
External transmitter	-	D	[1]	0.25 lb.	30	30	-		
External recorder	-	D	[1]	0.25 lb.	19	19	-		
Video link									
Internal transmitter	0.4	F	[1]	-	23	23	-	18	4 hours
External transmitter	-	D	[1]	0.25 lb.	20	20	-		
External recorder	-	D	[1]	0.25 lb.	9	9	-		
Vision magnification									
Electronic 1	0.2	F	[1]	-	21	21	-	18	4 hours
Electronic 2	0.2	F	[1]	-	23	23	-	18	4 hours
Electronic 3	0.2	F	[1]	-	24	24	-	18	4 hours
Optical 1	0.1	F	[1]	-	22	22	-	18	4 hours
Optical 2	0.1	F	[1]	-	25	25	-	18	4 hours
Optical 3	0.1	F	[1]	-	26	26	-	18	4 hours

**Crypto-circuit HD:** When an attempt is made to decrypt an intercepted communication, add the level of the crypto-circuit HD to the DC to decode the signal. This gear is available for non-cyberware at -2 from the listed DC.

**Hearing amplification:** This reduces the range penalty for Listen checks to -1 per 50 ft. instead of -1 per 10 ft.

**Internal voice mask:** The DC for penetrating a voice mask is 4d6.

**Scramble-breaker HD:** Add the level of this implant to the check when attempting to decrypt an intercepted communication. This gear is available for non-cyberware at -2 from the listed DC.

**Select sound filter:** Filtering out sounds takes a full-round action for every 25 feet of distance to the target sound. This provides the level x 2 as a bonus to Listen checks. This is particularly good at cutting through white noise – when attempting to hear through white noise, double the select sound filter level, and compare to the white noise rating. If the filter level is higher, it is reduced by the white noise generator, but not completely blocked.

**Vision magnification:** In addition to acting as imaging scopes of the appropriate rating, these also act as binoculars, reducing the range penalty for Spot checks based on the magnification and type (see below). Spot checks with vision magnification take twice as long as normal.

Type	Distance
Electronic 1	-1 / 20 ft.
Electronic 2	-1 / 30 ft.
Electronic 3	-1 / 50 ft.
Optical 1	-1 / 20 ft.
Optical 2	-1 / 40 ft.
Optical 3	-1 / 60 ft.

## SECTION 2 – CYBERGUNS

CYBERGUNS TABLE 1											
Weapon	Cap	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag
<b>Handguns</b>											
Hold-out pistol (.25 autoloader)	[2]	Handguns	+1	1d6	n/a	20	+2	Ball	20 ft.	S	12 int
Light pistol (9mm autoloader)	[4]	Handguns	+1	1d10	n/a	20	-2	Ball	30 ft.	S	10 int
Machine pistol (9mm autoloader)	[4]	Handguns/SMG	+0	1d10	2d10	20	-2	Ball	30 ft.	S, 3b	10 int

# Street Samurai Catalog

**CYBERGUNS TABLE 1**

Weapon	Cap	Skill	Acc	Damage	Damage (burst)	Critical	AP	Type	Range Inc	RoF	Mag
Heavy pistol (.45 autoloader)	[6]	Handguns	+0	2d8	n/a	20	-1	Ball	30 ft.	S	6 int
<b>Longarms</b>											
Submachine gun (9mm submachine gun)	[10]	Submachine Guns	+0	1d10	2d10	20	-2	Ball	30 ft.	S, 3b	8 int
Shotgun (12-g shotgun)	[11]	Shotguns	+0	Varies <sup>2</sup>	n/a	20	Varies	Ball	40 ft.	S	4 int

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

**CYBERGUNS TABLE 2**

Weapon	Size	Str	Wt.	Purchase DC	Illegal DC	Res
<b>Handguns</b>						
Hold-out pistol	D	-	0.5 lb.	13	15	Lic
Light pistol	S	-	1.5 lb.	16	19	Lic
Machine pistol	M	-	1.75 lb.	17	20	Res
Heavy pistol	M	-	4.5 lb.	17	20	Lic
<b>Longarms</b>						
Submachine gun	M	-	2.75 lb.	20	23	Res
Shotgun	M	-	5 lb.	18	21	Lic

**Cyberguns:** The machine pistol and submachine gun options have an ammunition port allowing a 30-round clip to be inserted. The shotgun is chambered for 3-inch shells and has a standard choke.

## SECTION 3 – BOOSTED REFLEXES

**BOOSTED REFLEXES TABLE**

Level	Ess	Size	Wt.	Purchase DC	Illegal DC	Restriction	Init	Ref Save
1	0.5	-	-	27	27	Res	+1	-

**BOOSTED REFLEXES TABLE**

Level	Ess	Size	Wt.	Purchase DC	Illegal DC	Restriction	Init	Ref Save
2	1.25	-	-	30	31	Res	+2	+1
3	2.8	-	-	33	35	Res	+3	+2

## SECTION 4 – SKILL HARDWIRES

A skill hardwire is a permanent, dedicated Activesoft-style skillwire, providing you with a single skill, based on Strength, Dexterity, or Constitution. As with skillwires, you can have a feat installed. To determine the price of the skill hardwire, find the Purchase DC of the skillwires at the required rating, and the Purchase DC of the skillsoft at the required DC. Add these together, divide by 2 and subtract 3.

For example, if you want a rating 5 Move Silently Skill Hardwire, the Purchase DC is (Skillwire rating = PDC 15 + Move Silently 5 skillsoft = PDC 23) Purchase DC 16.

A skill hardwire has an Essence cost of (rating x 0.25).

## SECTION 5 – IMPROVED HAND RAZORS

Improved hand razors increase the damage by +1 and have a Purchase DC of 25.

# NEW RULES

## SECTION 2 – CYBER REPAIR

Repairing cyberware takes 10 hours, a DC 25 Repair check, an electrical tool kit, and a mechanical tool kit. If either kit is unavailable, the Repair check is at a -4 penalty, or -8 if neither kit is available. If the cyberware is Alpha grade, the Repair DC is 30, and if the 'ware is Beta grade, the Repair DC is 35.

You must pay for both parts and labor when having cyberware repaired.

The cost of parts is equal to the original implant Purchase DC -4.

The cost of labor is 10 + the technician's ranks in Repair.

## SECTION 3 – UPGRADING CYBERWARE

When upgrading or replacing an existing implant, the surgeon must make a Treat Injury check to determine the quality of his surgery in addition to the actual implantation check. The DC for this check is your current Essence +15. If the check fails, the implant is installed, but the Essence cost increases by 10%.

If the check is successful, the Essence cost is normal.

If the check beats the DC by more than 10 points, the Essence cost is reduced by 10%.

## SECTION 4 – CUSTOM CYBERWARE

Alphaware has only 80% of the normal Essence cost, but the Purchase DC is +4.

Betaware has only 60% of the normal Essence cost, but the Purchase DC is +7.

When checking for cyberware damage, Alphaware has a 10% chance to negate any damage, and Betaware has a 20% chance.

Surgical and other medical costs at a shadow clinic are +5 to the Purchase DC.

Finding a shadow clinic requires the use of contacts. First, you must convince the contact to attempt to locate a shadow clinic for you. This requires a DC 25 Diplomacy check.

Then the contact must attempt to find the clinic; this requires a Knowledge (streetwise) check. The DC for this check is 25 for an Alpha grade clinic, or 30 for a Beta grade clinic.

If the contact is a corporate type, then the Knowledge (streetwise) DC are reduced by 3.